

WHITE STAR RISING

FIRE

- Attack Roll (2D6) = AP or HE FP, hitting if \geq To Hit number.
- Augmented Firepower – a “+” adds an extra die, then drop lowest die.
- Op Fire = Unit may only be attacked once per hex entered
- Overrun : +1 Movement to enter and must be able to exit

Arty/Mortar Fire: entire hex; may fire if has a LOS from HQ/sHQ or Recon

FATE POINTS

- 1 point – re-roll any die *OR* raise/lower the number showing on a die by one *OR* remove an Out of Command marker from a hex
- 2 points – remove an Ops Complete marker from a friendly unit *OR* return any just-drawn marker, before use, back to the cup

AP Firepower

Range

335

Grant I

435

HE Firepower

To Hit

(+)

3

ARMOR Value

Save Number

36

24

ASSAULT Factor

Type

Formation

Infantry

1st Rifle

Movement

225

3

34

Leadership

Morale

HQ

KG Mett

7

4

Command Range

Underlined Range = no Extended or Reduced range

SAVES

- If to-hit = 6 after mod. \rightarrow -1 FP
- Hard targets = 2 Def. Bonus dice max.
- Improved Positions = -1 hit
- Concealed = Not marked Ops Complete

Not moving + Not adjacent to a Good Order friendly unit + Not in the LOS and within 4 hexes of a Good Order, in command, friendly reconnaissance unit

DAMAGES

- Normal \rightarrow Disrupted \rightarrow Step Loss \rightarrow Eliminated
- 2 x Disrupted = Step Loss + Disrupted
- Disrupted = no Fire + no Move towards enemies in LOS + Defend only in Assaults
- Out of Command = No Fire + no Move; May Op Fire.

HQ EFFECTS

- If a friendly unit in the same hex is disrupted or reduced, roll 1d6 (with a -2 drm if a friendly unit was destroyed). On a 1 or less the HQ is reduced. A HQ is destroyed if all units in the hex are destroyed.
- Add HQ Leadership rating to the Firepower or Assault Factor of any one unit in its hex.

Attack Type	Attack FP DRM	To-Hit DRM	Defense
AP/HE	<ul style="list-style-type: none"> + leadership if stacked HQ/sHQ “+” = +1 die (max hits = non-augmented FP) 	<ul style="list-style-type: none"> +1: double range ($>$ range) -1 : short range ($\leq \frac{1}{2}$ range) 	<ul style="list-style-type: none"> Hard targets: Armor + Def. Bonus Soft targets: Def. Bonus (save on 5+) Concealed: +1 die
Assault	<ul style="list-style-type: none"> + leadership if stacked HQ/sHQ +1 if non-disrupted infantry in city vs. AFVs only 	<ul style="list-style-type: none"> Disrupted units = hit on “6” -1 if non-disrupted infantry vs. AFVs only 	<ul style="list-style-type: none"> No Def. Bonus If Hits received by Defender $>$ Hits received by Attacker, Defender retreats
Overrun	<ul style="list-style-type: none"> 3x Assault vs. soft targets 		<ul style="list-style-type: none"> No Def. Bonus
Mines			<ul style="list-style-type: none"> No Saves
AA		Hit hard target on “6” No extended range	<ul style="list-style-type: none"> Hard targets: Armor + Def. Bonus 1 hit on aircraft = mission aborted + If D6 of ≤ 3 eliminate airplane, return to cup otherwise
Artillery/ Mortars (entire hex)	Accuracy (D6) : 1 = call fails 2-6 = on target	Artillery attacks hex + 6 adjacent hexes 1 roll to-hit for each hex Mortars attacks 1 hex only	<ul style="list-style-type: none"> +1 Def. Bonus if hard target/wreck in hex No mod. for Concealment Targets gets infantry Def. Bonus (5+) Mortars only disrupt hard targets
Aircraft (entire hex)	Accuracy (D6): 1 = adjacent hex (defender’s choice) 2 = chosen hex at -1 FP 3-6 = no mod.		<ul style="list-style-type: none"> Targets gets infantry Terrain Def. Bonus Concealed = + Def. Bonus (Post-Attack) if D6 $>$ hits inflicted, return aircraft to cup; other = eliminate